

Martin Kadzis

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COP4027, Coffey

## Project 4 - User's Manual

### Setup and Compilation

1. Download and unzip the submission from eLearning.

2. The submission includes:

- Client.java
- ClientGUI.java
- Game.java
- run.bat
- Server.java
- Service.java
- uml diagram.png
- user's manual.pdf

3. *Environment*: This program has been tested on the windows cmd and will run there.

4. *Compiling*: This program includes a run.bat that will do all the compiling as well as run all of the actions, just cd into the directory and type **run** or double click on the bat file.

5. *Running the program*: Issue the command **run**. No command line arguments are required or checked.

User input: User will be able to read server interaction console and each clients consoles

6: *Output*: All output goes to the console. Output will be similar to this:

```
client.java - Untitled
C:\WINDOWS\system32\cmd.exe - java ClientGUI

Hello!
You are Player 1 (BLUE)
You go first, pick a tile
Updating the GUI
Sending: UpdateArr 0,0,0,0,0,0,1,0,0
Player 2 has made a move
Sending: GetArr
Updating the GUI
Sending: GetTurns
Updating the GUI
Sending: UpdateArr 0,0,0,0,0,1,1,2,0
Player 2 has made a move
Sending: GetArr
Updating the GUI
Sending: GetTurns
Sending: UpdateArr 0,0,0,2,0,1,1,2,1
Player 2 has made a move
Sending: GetArr
Updating the GUI
Sending: GetTurns
Sending: UpdateArr 0,1,2,2,0,1,1,2,1
Player 2 has made a move
Sending: GetArr
Updating the GUI
Sending: GetTurns
Sending: UpdateArr 1,1,2,2,2,1,1,2,1

You go second, waiting for player 1
Player 1 has made a move
Sending: GetArr
Updating the GUI
Sending: GetTurns
Updating the GUI
Sending: UpdateArr 0,0,0,0,0,0,1,2,0
Player 1 has made a move
Sending: GetArr
Updating the GUI
Sending: GetTurns
Updating the GUI
Sending: UpdateArr 0,0,0,2,0,1,1,2,0
Player 1 has made a move
Sending: GetArr
Updating the GUI
Sending: GetTurns
Updating the GUI
Sending: UpdateArr 0,0,2,2,0,1,1,2,1
Player 1 has made a move
Sending: GetArr
Updating the GUI
Sending: GetTurns
Updating the GUI
Sending: UpdateArr 0,1,2,2,2,1,1,2,1
Player 1 has made a move
Sending: GetArr
Updating the GUI
Sending: GetTurns
```

Project 4 TicTacToe

Player 1 is updating the remoteBoard  
Player 2 sent GetArr  
Player 2 is requesting for the remoteBoard  
Player 2 sent GetTurns  
Player 2 is requesting for the total turns  
Player 2 sent UpdateArr 0,0,2,2,0,1,1,2,1  
Player 2 is updating the remoteBoard  
Player 1 sent GetArr  
Player 1 is requesting for the remoteBoard  
Player 1 sent GetTurns  
Player 1 is requesting for the total turns  
Player 1 sent UpdateArr 0,1,2,2,0,1,1,2,1  
Player 1 is updating the remoteBoard  
Player 2 sent GetArr  
Player 2 is requesting for the remoteBoard  
Player 2 sent GetTurns  
Player 2 is requesting for the total turns  
Player 2 sent UpdateArr 0,1,2,2,2,1,1,2,1  
Player 2 is updating the remoteBoard  
Player 1 sent GetArr  
Player 1 is requesting for the remoteBoard  
Player 1 sent GetTurns  
Player 1 is requesting for the total turns  
Player 1 sent UpdateArr 1,1,2,2,2,1,1,2,1  
Player 1 is updating the remoteBoard  
Player 2 sent GetArr  
Player 2 is requesting for the remoteBoard  
Player 2 sent GetTurns  
Player 2 is requesting for the total turns

11 items | 1 item selected 188 bytes |

Tic Tac Toe


Tic Tac Toe
